Oscar Reyes

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EDUCATION

University of California, Irvine | Irvine, CA   Graduated: June 2022
Bachelor of Science in Informatics, Specialization in Human-Computer Interaction
Relevant Coursework: Project Management, Software Design: Applications, Introduction: Software Engineering, Boolean Logic and Discrete Structures, Introduction to Data Management, Programming with Software Libraries, Computer Networks

Antelope Valley College | Lancaster, CA   Graduated: June 2018
A.A. in Arts and Humanities

EXPERIENCE

ObvioHealth   January 2022 – June 2022
Software Engineer Intern | Manhattan, New York | Remote
- Collaborated with a team of 5 to build a reusable, interactive mobile application that supports messaging and video conferencing calls using React Native, TypeScript, Twilio API, jQuery, Node.js and AWS
- Designed mockups and wireframes for the application's User Interface and design using Figma and Mural
- Fabricated tasks/ tokens that are assigned to each team member in updating the application using Trello board
- Remodeled the home page, login page, and sign-in page of the application using JavaScript

PROJECTS

Holo
Software Engineer   March 2022 – June 2022
- Collaborated with a team of 5 to build an interactive, renting web application using JavaScript, SQL database, AWS, HTML, and CSS
- Designed interactive mockups for the website's homepage, login page, and gallery page using Figma
- Coordinated team meetings and held video conferences with the sponsor using Zoom
- Built a search function for the website's categorization filter using SQL and JavaScript

2D Pixel Game
Software Engineer | Designer   May 2019
- Designed an engine for generating explorable 2D tile-based worlds using Java
- Formulated gameplay rules, game states, world generation, and interactivity using object-oriented programming

Inventory Management System
UI Designer | Software Engineer   August 2022
- Built an interactive inventory management system website using HTML5, CSS3, AJAX, and JavaScript
- Programmed a system that stores, fetch, and deletes items into a virtual inventory using PHP and SQL database

TECHNICAL SKILLS

Proficient: Python, Java, SQL, Jira, Figma, Mural, GitHub, Git, Visual Studio Code
Familiar: HTML5, CSS3, JavaScript, TypeScript, Node.js, C++, React, AWS

ACTIVITIES

Video Game Development Club
Member | Irvine, CA   September 2018 – June 2019
- Illustrated ideas for concept arts and world terrain for video games made from scratch using C# and unity game engine
- Organized team meetings to discuss programming, design, and production with each team member